



Immersive Learning Technologies

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Why Immersive Learning Technologies?

- Provide engaging opportunities for authentic practice with measurable results
- Provide opportunities for educators and learners to better identify performance gaps
- Provide instant feedback that help learners self regulate and maximize their training effectiveness

- Games
 - James Xu
- Virtual Worlds
 - Keysha Gamor
- Mobile
 - Judy Brown
- Web 2.0
 - Mark Friedman



... and It's Not Just Games

- *“The smartest programmers don’t work for Uncle [Sam] anymore – they develop video games.” – Tom Clancy, *Teeth of the Tiger* pg. 105*



- Accessibility
 - IA Issues
 - Access to Enabling Technology
- Assessment
 - Tracking Behavior is More Complicated
 - SCORM Not Truly Designed for Immersive Environments
- Interoperability
 - Technologies Do Not Interoperate With Each Other
 - Technologies Do Not Integrate with Current LMSs



Current ILT Initiatives

- Virtual World Standards Working Group Meetings
 - A working group comprised of experts in virtual worlds explore coming standards and the potential role of ADL
- Immersive Learning Pod-Cast Series
 - A coming series of pod casts where members of the ILT Team sit down with leaders in the ILT space



Current ILT Virtual World Initiatives

- Virtual World Test Bed
 - The test bed will be comprised of over a dozen functioning virtual worlds allowing us to test and compare affordances
- Team Orlando SecondLife Island
 - Part of Linden Labs MiLands Initiative, the ADL will be developing demonstrations and tests of ADL technologies



Current ILT Game Initiatives

- Games Test Bed
 - The test bed contains many of the games and supporting technologies used by the DoD today
- Mini-Game Development
 - A group of small games being developed with DAU covering many topics in their current curriculum



Defense
GAMETECH
User's Conference

WHEN?

29-31 March 2010

WHERE?

Hilton Orlando
6001 Destination Parkway
Orlando, Florida

www.teamorlando.org/gametech



Innovation in Gaming **AWARD!**

Competition for the most innovative
use of gaming technology by
DoD users

Applications Available Soon on
GameTech and ADL websites

Award Presented at GameTech
2010

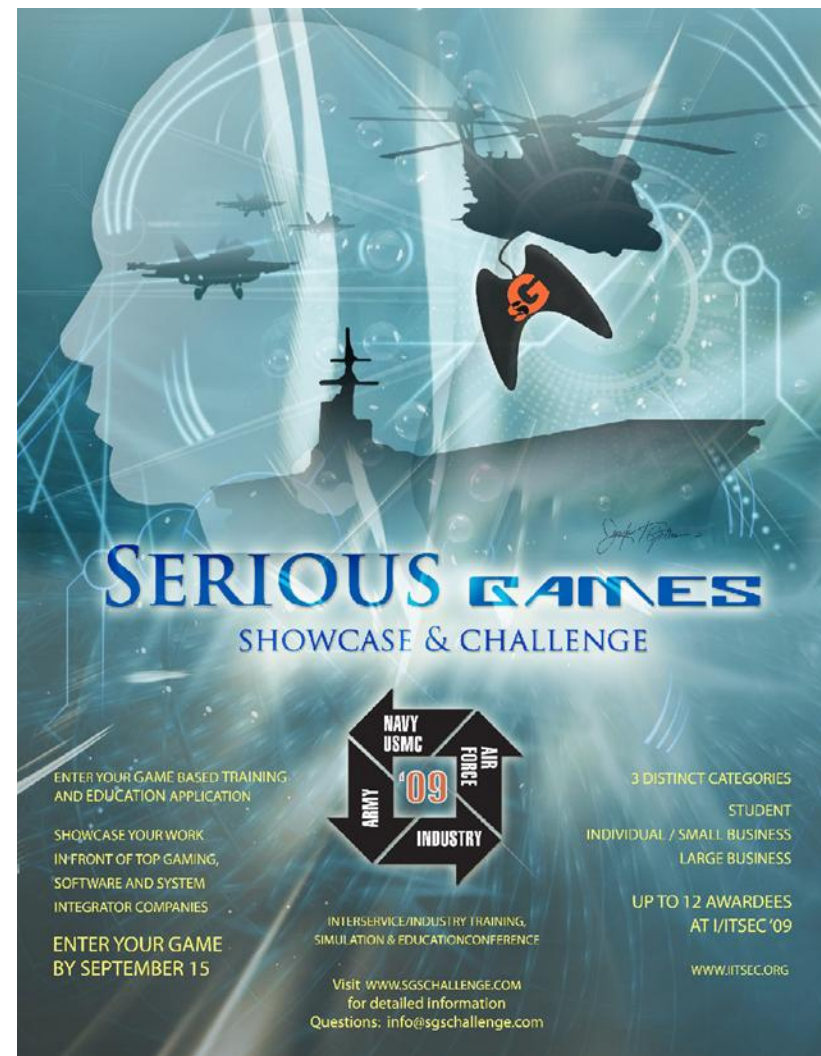


Virtual World Challenge

- The invitation is out to the world: Show us how you would improve the Government's training and analysis capabilities in virtual worlds and in return gain recognition and awards.
- Government agencies are encouraged to become involved as evaluators.
- More information is available at www.fvwc.army.mil or by emailing fvwc.sttc@us.army.mil



- Serious Games Showcase & Challenge
- 4th Annual Event Currently Accepting Games
- Selected Games Displayed on I/ITSEC 2009 Floor
- For more Info: www.sgschallenge.com



Immersive Learning in ADL

- Immersive Environments in ADL
 - Games, Virtual Worlds
- Social Learning in ADL
 - Social Networking, Web 2.0, Twitter



Questions or Comments?

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